REMARKS

The Examiner's Action mailed on December 20, 2007, has been received and its contents carefully considered. Reconsideration of the final rejections presented therein is requested for at least the following reasons.

In this Response, Applicants have made no amendment. Claims 1, 5 and 8 are the independent claims, and claims 1-10 remain pending in the application. For at least the following reasons, it is submitted that this application is in condition for allowance.

Claims 1-10 were rejected under 35 USC §102(b) as anticipated by *Wang et al.* (US 6,716,106 B2). This rejection is respectfully traversed.

In the Response to Arguments, the Examiner alleges that the Applicant has acquiesced to the Wikipedia entry for GIS as prior art by not disputing the same in the response filed October 16, 2007, but the first Office Action did not assert Wikipedia as prior art, although it was used to define GIS.

Now, however, the final Office Action relies on Wikipedia to show that map overlays were known in GIS, and the version of this page existing immediately prior to the filing date does mention map overlays, albeit Wikipedia is updated frequently by people of no particular standing.

The final Office Action alleges on this basis that because *Wang et al.* teaches use of GIS in a simulation system, generating game backgrounds as map overlays is therefore inherent, but *Wang et al.* teaches away from the invention, because the background in *Wang et al.* is not generated as a map overlay.

Claim 1 recites "a background generator module, receiving the map layer data to perform overlay computing and generate the game background", and claim 5 recites "according to coordinates of the display area and a vector layer data, performing a first map overlay computing; according to coordinates of the display area and a grid layer data, performing a second map overlay computing; reading a background objects data in the display area and forming a game background; and displaying in real-time the game background".

Both the first and final Office Actions allege that the background generator module is disclosed in *Wang et al.*, in column 3, lines 35-55:

> Moreover, the geographical environment condition is simulated and presented by the activity platform **202**. For example, when the user is walking up a slope, like what is shown in FIG. 5A, the activity platform **202** will calculate the related variables, such as the degree of inclination .theta., and simulate the geographical environment condition based on the slope of the road, which eventually makes the user apply more energy to walk on the road being simulated on the activity platform **202**. In another example, if the scene selected by the user has a big stone **214A**, a small stone **218A** and a pit **216A** on the road, the system will generate the situation and present on the activity platform **202**, as what is illustrated in FIG. 5B, and thus making the user feel like walking on the road with all the stones and pits. To simulate that scenario, the real-scene tour simulation system **200** will send out an associated signal, and the activity platform **202** will simulate accordingly. When the user **220** enters the simulated tour location, the activity platform **202** will present extruding objects **214B** and **218B** and a pit hole **216B** corresponding to the stones **214A**, **218A** (the big stone and the small stone respectively) and the pit **216A**.

...and in column 5, lines 15-20:

> Moreover, the geographic information system or the expert system in the embodiment of the present invention could be embedded directly in the ASIC and provide the information when the user selects the tour location or provide the real time information via a network (such as Internet or Local Area Network).

The excerpt from column 3 describes an activity platform **202** that presents "extruding objects **214A**, **218A** and a pit hole **216B**" to represent objects in a selected scene, and the sentence taken from column 5 discloses the use of a GIS. However, if map overlays are supposedly inherent in a GIS, why does *Wang et al.* not employ map overlays to produce a background? Instead, *Wang et al.* employs activity platform **202**. If map overlays were known in GIS at that time, this only demonstrates that they were rejected in favor of the activity platform **202**.

Wang et al. therefore teaches away from the above-recited features of claims 1 and 5, because it does not employ map overlays.

Further, *Wang et al.* does not disclose the combination of GIS and a simulation game system to provide realistic game backgrounds in real-time.

Wang et al. discloses a real-scene tour simulation system and a method for the same, but although *Wang et al.* discloses GIS and the application of GIS, *Wang et al.* does not disclose or teach a combination of GIS and a simulation game system providing realistic game backgrounds in real-time.

More specifically, *Wang et al.* fails to teach or suggest "reading a background objects data in the display area and forming a game background; and displaying in real-time the game background" as recited in claim 5.

Also in relation to independent method claim 5, *Wang et al.* fails to teach or suggest the claimed steps of "transmitting a display area corresponding to the game character coordinate data and accessing a map layer data; according to

coordinates of the display area and a vector layer data, performing a first map overlay computing".

The Office Action alleges with respect to dependent claims 2 and 6 that the vector layer data and the grid layer data are disclosed in column 2, lines 38-44:

> Please refer to FIG. 1A to FIG. 1D, FIG. 1A to FIG. 1D show the diagrams of an example on how an user selects a tour location via a geographic information system (GIS). The tour locations shown in FIG. 1A to FIG. 1D include holiday resorts, historical interests and hot tour spots in Taiwan.

Nothing in the above excerpt mentions vector layer data or grid layer data, and nor are the same evident from the drawings referred to therein.

Claim 8 recites "detecting a trigger signal and generating corresponding event coordinate data; transmitting the event coordinate data corresponding to the trigger signal".

The meaning of this feature can better be understood with reference to the non-limiting examples of FIG. 5-7, described in the specification, page 8, line 19 to page 9, line 15 :

> FIG. 5 through FIG. 7 are schematic views illustrating a geographical information analysis and display according to an embodiment of the invention. In the example of FIG. 5, if the player triggers a "lake" geographical information event in the game background, the game displays geographical information relating to the triggered "lake" including general information (such as the water quality, the water volume, depth, etc.), analysis information (such as the shortest path or range of influence). The player thereby can choose proper strategy or make correct decision, this extremely enhances the game's sense of reality.
>
> In the example of FIG. 6, if the player triggers a preset location A in the game background and desires to establish a factory at this location, geographical information relating to a buffer zone is analyzed with respect to the location A. An

optimal buffer zone then is suggested to the player for building the desired factory (as shown by the encircled zone in the figure). In addition, further detailed information can be provided to the player about possible environmental factors and events that may occur after the factory has been completed, so that the player can decide whether the factory ultimately should be set up in the buffer zone.

In the example of FIG. 7, if the player triggers preset locations A, B in the game background and desires to create a road between A and B, a route analysis is performed about geographical information relating to the construction of a road between A and B. Different routes then may be proposed to the player for the road (as shown by dotted lines in the figure). The player further may be informed of advantages and disadvantages corresponding to each situation. According to the current environmental configuration and available resource in the game process, the player thereby can be guided to choose the road to be created. As a result, geographical information therefore can be advantageously associated into the simulation game.

The final Office Action appears to rely upon FIG. 4, elements 410 and 412, and column 5, lines 55-60 of *Wang et al.*, which reads as follows:

When the user starts moving along the tour (step **410**), the real-scene tour simulation system will start the simulation in real time according to the tour activity parameters set up by the user and the environment parameters, and present the simulation result to the user (step **412**) until the user stop the tour (step **414**).

However, this does not teach or suggest "detecting a trigger signal and generating corresponding event coordinate data; transmitting the event coordinate data corresponding to the trigger signal" as taught in the above examples.

Claims 1, 5 and 8 therefore patentably define over *Wang et al.* and are allowable, together with claims 2-4, 6, 7, 9 and 10 that depend therefrom.

Further, with respect to dependent claims 3 and 10, *Wang et al.* fails to teach or suggest the claimed geographical information analysis, "wherein the

geographical information analysis comprises at least one of a buffer zone analysis, a route analysis, a space topology analysis, a slope inclination analysis, a 3-dimensions view analysis, or a tendency forecast analysis".

The Office Action alleges with respect to claims 3 and 10, that the above feature is disclosed in column 3, lines 5-18 of *Wang et al.*:

> In one preferred embodiment, the system of the present invention will determine if the tour can be taken based on the location selected by the user. If the tour cannot be taken in a reasonable way, the system will automatically select a possible tour location for user; or via Virtual Reality (VR) technology, to simulate and display the simulation result to the user. For example, if the user selects a tour traveling in a river, the system will display a scene just like the user is taking the tour riding in a boat. Various possible modifications, omissions, and alterations could be conceived of by persons skilled in the art to the form and the content of any particular embodiment described above, without departing from the scope of the present invention.

...and in lines 30-55:

> Once the tour location has been selected, the scene of that tour location will be displayed to the user **220** via the display screen **206**, the condition of the temperature and the sunshine at the tour location will be simulated by the air conditioning device **208** and the controlled light source **212** respectively, and the simulation result will be presented to the user. Moreover, the geographical environment condition is simulated and presented by the activity platform **202**. For example, when the user is walking up a slope, like what is shown in FIG. 5A, the activity platform **202** will calculate the related variables, such as the degree of inclination .theta., and simulate the geographical environment condition based on the slope of the road, which eventually makes the user apply more energy to walk on the road being simulated on the activity platform **202**. In another example, if the scene selected by the user has a big stone **214A**, a small stone **218A** and a pit **216A** on the road, the system will generate the situation and present on the activity platform **202**, as what is illustrated in FIG. 5B, and thus making the user feel like walking on the road with all the stones and pits. To simulate that scenario, the real-scene tour simulation system **200** will send out an associated signal, and the activity platform **202** will simulate accordingly. When the user **220** enters the simulated tour location, the activity platform **202** will present extruding objects **214B** and **218B** and a pit hole **216B** corresponding to the stones **214A**, **218A** (the big stone and the small stone respectively) and the pit **216A**.

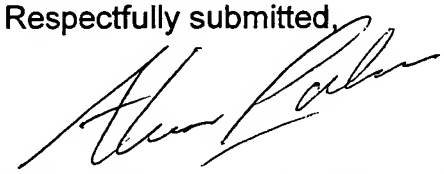
It is unclear where any of the recited analyses are disclosed in the above excerpts, and consequently, claims 3 and 10 are allowable for at least this additional reason, as well for their dependence from claims 1 and 8 respectively.

It is submitted that this application is in condition for allowance. Such action and the passing of this case to issue are requested.

Should the Examiner feel that a conference would help to expedite the prosecution of this application, the Examiner is hereby invited to contact the undersigned counsel to arrange for such an interview.

Should any fee be required, however, the Commissioner is hereby authorized to charge the fee to our Deposit Account No. 18-0002, and advise us accordingly.

Respectfully submitted,



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Date

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